

Sub. C' > 1. (Amended) A method for playing games between players at remote locations;

connecting a plurality of mobile phones together through a network requiring addressed connections for playing a game;

setting up a game scenario for each of the plurality of mobile phones; and

transmitting game signals between the plurality of mobile phones across the network.

Sub. 3 > 3. (Amended) The method of claim 1 wherein the network includes a local area network.

4. (Amended) The method of claim 1 wherein the network includes a wide area network.

5. (Amended) The method of claim 1 wherein the network includes the Internet.

6. (Amended) The method of claim 1 wherein the network includes a public land mobile network.

7. (Amended) The method of claim 1 wherein the network includes a public switched telephone network.

8. (Amended) The method of claim 1 wherein the network includes a wireless network.

Sub. C47 15. A mobile phone, comprising:

a key pad for dialing, for controlling menu operation and for entering phone control functions;

a display for showing keypad entries and a game scenario;

a controller for processing user input and for controlling the display, the controller using a transceiver to connect the mobile phone to at least one other mobile phone through a network requiring addressed connections for playing an interactive game and transmitting game signals to the network for reception by the at least one other mobile phone.

Sub. C57 17. (Amended) The mobile phone of claim 15 wherein the network includes a local area network.

18. (Amended) The mobile phone of claim 15 wherein the network includes a wide area network.

19. (Amended) The mobile phone of claim 15 wherein the network includes the Internet.

20. (Amended) The mobile phone of claim 15 wherein the network includes a public land mobile network.

21. (Amended) The mobile phone of claim 15 wherein the network includes a public switched telephone network.

22. (Amended) The mobile phone of claim 15 wherein the network includes a wireless network.

Sub. C6> 28. An interactive game system, comprising:
a network; and
a plurality of mobile phones coupled together through the network, each of the mobile phones comprising a controller for processing user input and for controlling a display, the controller connecting the mobile phones through a network requiring addressed connections using a transceiver for playing an interactive game and transmitting game signals to the network.

Sub. C2> 30. (Amended) The interactive game system of claim 28 wherein the network includes a local area network.

31. (Amended) The interactive game system of claim 28 wherein the network includes a wide area network.

32. (Amended) The interactive game system of claim 28 wherein the network includes the Internet.

33 The interactive game system of claim 28 wherein the network includes a public land mobile network.

34. (Amended) The interactive game system of claim 28 wherein the network includes a public switched telephone network.

1 35. (Amended) The interactive game system of claim 28 wherein the
2 network includes a wireless network.
